Amendments to the Claims

Please amend the claims as follows:

1 – 41. **Cancelled.**

42.   (Currently Amended) A method for playing a word based lottery game, comprising the steps of:

receiving a word based play phrase from a user that comprises a plurality of words designated at the sole discretion of the user;

receiving a wager from the user;

assigning a prize value to each of the plurality of words chosen by the user that is based on the ~~complexity of the word~~ <u>commonality of letters that form each selected word in the play phrase</u>;

generating a random string of letters;

determining if the letters within the randomly generated string of letters forms any of the plurality of words; and

determining a payout value that is a function of the total number ~~and complexity~~ of the <u>play phrase</u> words formed by the string of letters <u>and the prize value of the words</u>.

43.   (Previously presented) The method of claim 42, wherein the step of receiving the word based play phrase further comprises the step of reading the word based play phrase from a word based lottery play slip.

44.   (Previously presented) The method of claim 42, wherein the step of receiving the word based play phrase further comprises the step of receiving digits keyed in manually by the user.

45.   (Previously presented) The method of claim 42, wherein the step of receiving the word based play phrase further comprises the steps of:

presenting a menu of phrases to the user; and

receiving a phrase selection from the user from the menu of phrases.

46.   (Previously presented) The method of claim 42, further comprising the step of printing a word based lottery ticket, the word based lottery ticket comprising:

a section listing the word based play phrase; and

a covered section that includes the random string of letters.

47.   **(Cancelled)**

48.   (Previously presented) The method of claim 42, further comprising the step of modifying the prize value associated with each of the plurality of words.

49.   **(Cancelled)**

50.   **(Cancelled)**

51.   **(Cancelled)**

52.   **(Cancelled)**

53.   **(Cancelled)**

54.   (Previously presented) The method of claim 42, wherein the prize value is further dependent upon the wager.

55.   (Previously presented) The method of claim 42, wherein the prize associated with each of the plurality of words may be changed by the user.

56.   (Previously presented) The method of claim 42, wherein the user is awarded the prize associated with a word in the play phrase if all of the letters in the randomly generated string of letters are present in the word even if the word contains additional letters not in the string of letters.

57.   (Currently Amended) A method for producing a word based lottery game, comprising the steps of:

the lottery game player generating a random word based play phrase that comprises a plurality of words;

assigning a prize value to each of the plurality of words that is based on the complexity of the word commonality of letters that form each selected word in the play phrase;

generating a random string of letters;

printing the player selected word based play phrase, the prize value, and the random string of letters on a lottery ticket, with the random string of letters being covered with a removable coating; and

providing the lottery ticket to the player, wherein the player removes the coating to determine if the random letters form one or more of the plurality of words, whereby the prize value associated with the formed words is won by the player.

58.   (Previously presented) The method of claim 57, wherein the prize value is further dependent upon the wager placed by the lottery game player.

59.   (Previously presented) The method of claim 57, wherein the prize associated with each of the plurality of words may be changed by the player.

60.   (Previously presented) The method of claim 57, wherein the player is awarded the prize associated with a word in the play phrase if all of the letters in the randomly generated string of letters are present in the word even if the word contains additional letters not in the string of letters.